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nintendo
Wi-Fi
connection

NINTENDO 3DS™



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Rev-D (L)

During wireless game play, if communication seems to be affected by other electronic devices, move to another location or turn off the interfering device. You may need to reset the power on the Nintendo DS and start the game again.



CONTENT RATED BY
ESRB

LICENSED BY



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THIS GAME CARD WILL WORK ONLY WITH THE NINTENDO DS™ VIDEO GAME SYSTEM.



THIS GAME ALLOWS WIRELESS MULTIPLAYER GAMES DOWNLOADED FROM ONE GAME CARD.



THIS GAME ALLOWS WIRELESS MULTIPLAYER GAMES WITH EACH DS SYSTEM CONTAINING A SEPARATE GAME CARD.

STARTING THE GAME

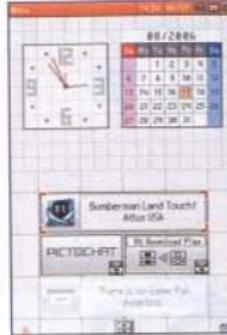
Please make sure that your Nintendo DS™ is turned off. Insert the "Bomberman Land Touch!" DS Card until you hear a click and turn the power on. Touch the "Bomberman Land Touch!" icon on the DS Menu Screen, and the game will begin. If you preset Auto Mode, the above mentioned procedure is not needed. For further details, please refer to the system manual.



If you shut the system while you are playing the game, it will automatically enter into sleep mode to limit battery consumption. Opening the system will deactivate sleep mode and allow you to continue the game.

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Welcome to Bomber Island, a Pirate's Paradise!

One day, Cheerful White was kidnapped by pirates completely out of the blue. They took him to Bomber Island, the world's premier pirate-themed amusement park. Little did Cheerful White realize that the pirates were a surprise "present" from Giant Gold's dad. With all the familiar faces assembled, another adventure is set to begin!

BOMBERMAN LAND TOUCH!



COOL BLACK

Best friend/rival of Cheerful White. He has a good command of foreign languages.

CUTE PINK

Everybody likes her because she's so cute. Sometimes she comes off as selfish, but she has a kind heart.



GIANT GOLD

The leader of the Gold Team. He tends to boss the others around a lot, but they still find him likable.

CHEERFUL WHITE

The main character of Story Mode. He is cheerful and full of energy.



BOOKWORM GREEN

The brains of every operation in the Gold Team, but still a little absent-minded.



MEMBERS OF THE BOMBIES GANG

There will be plenty of them on Bomber Island.



KID BLUE

He just loves having fun and dislikes people with negative senses of humor.



CAP'N BOOM

Cap'n Boom is one of mysterious words and deeds. Nobody really knows what he's up to.



BOMBERMAN LAND TOUCH!

SELECTING A PLAY MODE

Touch the lower screen on the title menu, and you will be able to select modes. Touch the mode you wish to play. Touch the return icon to go back to the previous screen.



Touch this icon to go back to the previous screen.



Double-tap on the mode you wish to play.

Story Mode

This is the one player mode in which you can enjoy all the events and attractions on Bomber Island.



THE GAME SCREEN

ZONE

The zone you are currently in.

EQUIPMENT

This indicates the status of Cheerful White's equipment.

PIECES ON HAND

Total pieces obtained so far in the current zone.

TOKENS

The total number of tokens you've collected.

EMAIL

You can check your email here.

BOMB PAD

This opens up the Bomb Pad screen.



ZONE MAP

A map of the zone you are in. Only areas you've been to will be shown.

INTERACT ICON

This will appear when you approach other people or areas to search. Touch it to talk or to investigate.

GATE

You can go through these gates once you've obtained the required amount of pieces.

EQUIPMENT

This opens up the equipment screen.

SAVE

This opens up the save screen.

STARTING STORY MODE

Tap the Story Mode icon twice on the mode select screen. First, you will be asked to select a file you want to use. When playing the game for the very first time, touch and select any empty file. To continue a saved game, select the file you want and tap it twice, then select continue or delete.



PLAYING FOR THE VERY FIRST TIME

Select an empty file and touch it to confirm. The opening sequence will begin.



CONTINUE

Select the file you want to continue or delete.

THE GOAL OF STORY MODE

In this mode, you will explore Bomber Island and enjoy interesting attractions, hilarious events, and engaging conversations with other characters. But, you have to find the "pieces" to reveal the secrets of the island.



HOW TO EXPLORE

In this mode, you use the Touch Screen to control all of Cheerful White's actions.

MOVE TOUCH THE PLACE YOU WANT TO GO TO!

Walking is an easy way to get from place to place. If you touch the screen near Cheerful White, he'll walk there. If you touch somewhere far away, he'll run.



Touch nearby, and he will walk to that spot. This is good for narrow spaces.



Touch farther away, and he will run to that spot.



Keep touching the spot where you want him to go, and he'll automatically make his way there.

CONVERSATION

APPROACH SOMEONE AND TOUCH THE ICON!

When Cheerful White approaches another character, such as a Bombie, an icon will appear. If you touch it, they will begin a conversation. You can speed up the messages by tapping the message box.



That icon will allow you to converse.



Conversations are certain to contain valuable information.

INVESTIGATE

CHECK OUT YOUR SURROUNDINGS!

When Cheerful White approaches an important obstacle or treasure chest, an icon will appear. Tap the icon to open the chest or investigate/interact with the object.



What's up with that rock? Touch the icon...



After investigating, Cheerful White can set a bomb to destroy it.

INFORMATION

COME HERE IF YOU'RE LOST!

Each zone has an information center where you can teleport to the other zones (once you visit them yourself) or exchange medals for items.



Click on the Info Lady's icon to access the information center.

WHAT YOU CAN DO AT AN INFORMATION CENTER

| | |
|---------------|---|
| WARP | Instantly travel to any information center you've been to previously. |
| STAMPS | Review the stamps you have collected, and turn them in if you found them all. |
| TOKENS | Trade tokens for valuable items. |
| CANCEL | Leave. |

ATTRACTI0NS

PLAY A LOT TO GATHER PIECES!

The buildings in Bomber Island are attractions that you can play. Touch the building's icon to see the rules and touch Begin to start the attraction. If you complete the requirements, you will be awarded with pieces and items.

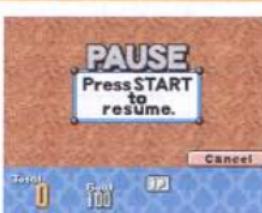


You can obtain pieces and items at attractions.



Try to earn the required points shown at the bottom of the screen.

PAUSE



PAUSE
PRESS START to resume.
Cancel

IF YOU FAIL...



You can pause an attraction by pressing START. If you wish to end it, select "Cancel."

UNIQUE CONTROLS FOR ATTRACTIONS

DRAG:
Hold your stylus on the Touch Screen while moving it.

SCRATCH:
Slide the stylus rapidly.

PIECES AND GATES

PIECES ARE NECESSARY TO ADVANCE!

There are four kinds of pieces: spades, diamonds, hearts, and clubs. You can obtain them from taking part in attractions and events. They are displayed on the Top Screen. Pieces are basically keys which allow you to explore. When Cheerful White approaches a gate, it will display the type and amount of pieces needed. If you have enough pieces, touching the icon will open the gate.



Gates have yet another icon.



Touch the icon to open the gate if you have the pieces.

SHORTCUT MENU



Several shortcut icons are shown on the Touch Screen. You can easily check mail or equipment. For further details, see p. 14. You can hide the icons if you want.



MAIL

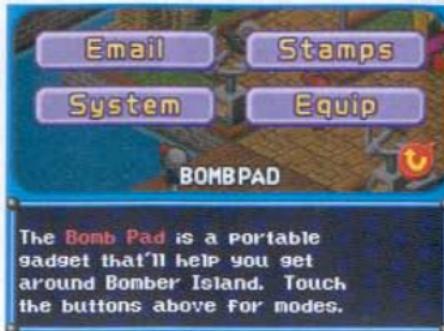
EQUIPMENT
SAVE

HOW TO USE THE BOMB PAD

Touch the icon in the lower left corner to open the Bomb Pad Menu. You can save your game, check mail, and change equipment here. These are all important parts of the game, so get used to the Bomb Pad.



The Bomb Pad Icon.



EMAIL YOU'VE GOT LETTERS!

When you receive new mail, a message will be shown on the Touch Screen. Touch either the Email icon or Email in the Bomb Pad to read your mail. You can arrange emails by the order they were received or by their senders.



You'll miss out on information if you forget to check your mail.

STAMPS GOTTA COLLECT 'EM ALL

All the stamps you've collected throughout the game will be shown here. Try to find them all.

SYSTEM SAVING AND LOADING

Here you can set options or save/load the game.



SAVE

Select the file where you want to save and touch OK.

LOAD

Select the file you want to load and touch OK.

OPTION

Touch "Text" to change the message speed, and "Shortcut" to toggle the icons on the Touch Screen on or off.

END

Touch this to quit Story Mode.

EQUIP STRENGTHEN YOUR BOMBERMAN

During the adventure, you will sometimes obtain new equipment. Equipment can be changed in "Equipment;" select one you want to change. There are places you cannot reach without the proper equipment.



Helmet

Safety comes first. Offers good protection and has a light for cave exploration.

Touch the icon after changing equipment.

ATTRACTI0NS

There are more than thirty attractions to take part in. Below are a few of them. Once you have cleared an Attraction, you can play it at any time by selecting Attraction Mode (p.18).

BOOM DASH

Slide the stylus back and forth quickly to make Bomberman run.



BOUNCE & BOOM

Fling Bomberman upward with the stylus to break bombs.



BOMB ROLLIN'

Spin the stylus clockwise to roll the bomb. Remove the stylus from the Touch Screen to leap to the next bomb.



BOOM FACTORY

Shift the direction of the belt to match the bomb's color.



DEFUSE OR LOSE

Touch a bomb which matches the one shown on the Top Screen.



BLOW OUT OR BLOW UP

Select a lit bomb and then blow into the microphone to defuse it.



Useful information about Bomber Island

These useful tips should come in handy.

TALK TO EVERYONE!



You never know who might have a valuable hint, so talk to everyone. Also, check your mail frequently.

WHAT ARE BOMBER TOKENS?



Tokens are earned the second time you clear an attraction. Tokens can be exchanged for items at information centers.

NARROW CORRIDORS



When moving through narrow spaces, make Cheerful White walk slowly by touching near him. This way he won't fall.

CHECK THE GATES



Gates can be opened with pieces. You can only proceed by opening gates.

HARD-TO-BEAT ATTRACTI0NS



Attractions may seem difficult at first, but there's one way you're always sure to win: practice.

Attraction Mode

In this mode, you can play any attractions you have cleared in Story Mode. Up to four players can participate via Single-Card Download.



NUMBER OF PLAYERS

On the Play Mode select screen, double-tap Attraction Mode. Then select the number of players and the attraction you want to play.



When there are more than two players, please refer to this procedure.

Single-Card Download Play

HOST SYSTEM

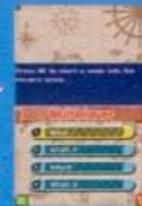


Select the number of players and the attraction.



Wait for other players to join.

Touch OK to begin the download once everybody is ready.



Select characters once download is complete.

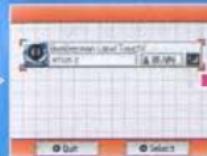
JOINING PLAYERS



Select DS Download Play from the Nintendo DS menu.



Select Bomberman Land Touch! when it appears.



Select Yes and wait for confirmation.



The download process may take a minute.



Select characters once download is complete.

SELECTING CHARACTERS

If there are more than two players, you are to select characters after download is completed. The player on the Host DS touches OK after everybody selects characters and the attraction then begins. When the attraction is finished, you'll be asked if you want to continue or not. Select "Yes" to continue, "No" to end.



Each character has the same abilities.

Only one player on the Host DS can make selections on the continue screen.

Bomberman Battle Pack

This is the classic battle mode you know and love. In this mode, everything is controlled by the +Control Pad and buttons.



WHAT'S ON THE SCREEN

TOTAL WINS

The number of wins/panels.

ITEM PANEL

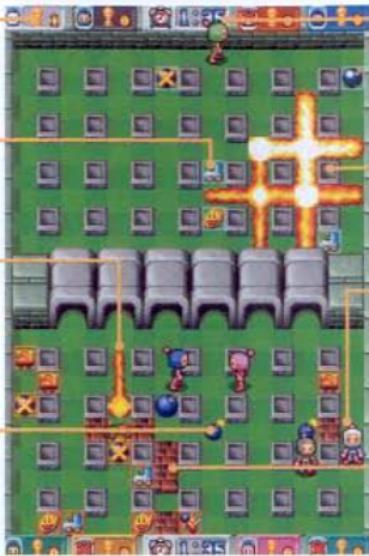
These panels strengthen/weaken characters.

FLAMES

Fire from an exploding bomb. If a character is hit by these flames, he'll be eliminated from the round.

BOMB

These bombs will explode in a certain amount of time and burn everything.



TIME

Time remaining in the battle.

HARD BLOCK

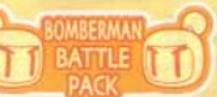
Unbreakable, even with fire.

BOMBERMAN

Player's character. He will be defeated if he's blown up.

SOFT BLOCK

You can break these with fire. They sometimes contain item panels.



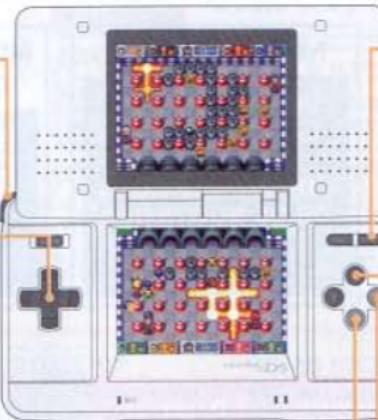
GAMES FEATURING THIS LOGO ARE COMPATIBLE WITH EACH OTHER FOR WIRELESS PLAY AND PLAY VIA THE NINTENDO WI-FI CONNECTION.

PLAYING THE GAME

Controls for the Battle Pack differ from those of the main game:

L BUTTON

In a multiplayer game, push to boo.



START

Pause the game. Does not work in certain situations.

R BUTTON

In a multiplayer game, push to applaud.

X BUTTON

Toggle player names on/off.

A BUTTON

Confirm commands and place bombs. Throw bombs in Revenge battles.

ABOUT TITLES

The icon next to a player's name represents their Title or skill level. See p.34 for more details.

B BUTTON

Cancel commands and deactivate kicked bomb.

BATTLE PACK MODE

There are three ways of playing Battle Pack mode, and each one is different in terms of set up, number of players and the number of DS Game Cards required. Basically speaking, there are two kinds: single player and multi-player. Battle Pack is completely compatible with the Nintendo Wi-Fi Connection.



SINGLE PLAYER

PLAY AGAINST THE COMPUTER FOR PRACTICE ON A VARIETY OF DIFFICULTY LEVELS.

MULTI-PLAYER

UP TO 8 PLAYERS CAN PARTICIPATE VIA WIRELESS COMMUNICATIONS OR DS DOWNLOAD PLAY

NINTENDO WI-FI CONNECTION

UP TO 4 PEOPLE CAN PLAY ON THE NINTENDO WI-FI CONNECTION.

OPTIONS

This will let you view your battle record as well as your Friend Roster for Nintendo Wi-Fi. You can also lock or delete friends from your roster.



RULES OF BATTLE

Battle Mode is easy to play, but hard to master. Press the A Button to place a bomb which will soon explode in a fiery blaze. Each type of Battle Mode has unique conditions for victory. When using the Nintendo WFC, only normal battle can be selected.



NORMAL BATTLE

Defeat your opponents using bombs. The last character standing wins the battle.



CROWN BATTLE

The player who gets the Crown wins the battle.



PANEL BATTLE

Explosions will change the floor's color. The player who altered a majority of the floor space wins.

AVAILABLE ITEMS

These items appear when you break soft blocks. Grab the icon and it will take effect immediately.

FIRE UP

This happy little guy increases the size of your bombs' blasts, up to level 8.

BOMB UP

This increases the amount of bombs you can set at one time, up to 8.

SPEED UP

Improves your Bomberman's speed, up to level 8.

BOMB KICK

Allows you to kick any bombs (not just your own).

FIRE DOWN

He's sad because he has to decrease the power of your bombs' blasts.

BOMB DOWN

This decreases the number of bombs you can set by 1 (never to 0).

SPEED DOWN

Slows your character down.

SETTING UP BATTLES 101

You can set up a variety of rules for the game you wish to play, though each mode has different possibilities. In the following explanation, "X" means that it cannot be selected in the mode indicated.



SINGLE PLAYER YOU CAN SET UP THE PLAYERS, STAGE, AND RULES.

MULTI-PLAYER YOU CAN SET UP THE PLAYERS, STAGE AND RULES.

NINTENDO WFC ONLY THE STAGE CAN BE SELECTED, AND THE RULES ARE FIXED. PLEASE SEE P.34 FOR FURTHER DETAILS.

CHARACTER SELECT **SINGLE** **0** **MULTI** **0** **NINTENDO WFC** **X**

Select the computer characters to participate in the battle. Select the panel you want to add using the +Control Pad, and then press the A Button to select the level of skill. It ranges: Normal, Easy, Hard, and No Participation. Press the A Button to confirm.



TEAM SELECT

SINGLE **0** **MULTI** **0** **NINTENDO WFC** **X**

After selecting your character, you will move on to Team Select if you are playing with teams. Select a character with the +Control Pad, then select the team you want as shown on the Top Screen. Press the A Button to change teams. You cannot put all the characters in a single team. Press the A Button to confirm your selection.



STAGE SELECT

SINGLE **0** **MULTI** **0** **NINTENDO WFC** **0**

Now you select where the battle will take place. Use the +Control Pad to cycle through your choices and press the A Button to choose one. Each stage has unique victory conditions, between Crown Battle, Panel Battle, and Normal Battle.



ABOUT STAGES

Only Normal Battle is possible when playing over the Nintendo Wi-Fi Connection.

SETTING UP BATTLES 201

SELECT RULES

SINGLE MULTI NINTENDO WFC

Here, you are to set up the rules of the battle. Using the +Control Pad, select details (up & down), and modify them (left & right). You then confirm by pressing the A Button.



RULE

EXPLANATION

BATTLE METHOD

Trophy or Score; win by victories or points.

SETS

Number of trophies required or number of battles.

TIME

Length of the battles, from 1 to 9 minutes.

SUDDEN DEATH

The stage will shrink with 30 seconds to go.

POSITION

Starting places can be fixed or random.

REVENGE

Allows losing characters to keep attacking.

POWER DOWN

Toggle negative items on/off.

HANDICAP

Selecting "Yes" moves to the Handicap Set Up screen.

HANDICAP SETUP

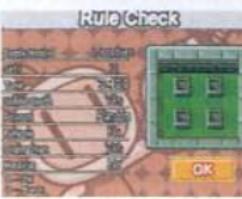
SINGLE MULTI NINTENDO WFC

This lets you assign which items a character can use. Select them with the +Control Pad and make your selections with the A Button.



REVIEW SCREEN

Here you have the specifications of the rules. If there's no problem, press the A Button. Press the B Button to go back to the rule select screen.



ABOUT REVENGE



If Revenge is set to "Yes" or "Super," losing players may continue to attack from outside of the stage. Use the +Control Pad to move the cursor and press the A Button to fire a bomb where the cursor is aiming. On "Super," defeated characters will come back to life if they defeat one of the remaining players.



A defeated character can throw bombs from outside of the stage.

Single Player

This is a one-player mode in which the player can battle up to seven computer characters in 20 stages. Here you can practice and improve to seek the best strategy for each stage.



PRACTICE: BATTLE AGAINST COMPUTER CHARACTERS!

A battle begins after the rules are set. When it's over, the results will be indicated on the screen. Select "Retry" to have another battle, or "Quit" to go back to the mode select screen.



This mode is ideal for practice, so don't give up!



Select Retry or Quit on this screen.



PLAYER'S NAME

Pressing the X Button during battle will display the player's name. This name will match the name given to that particular Nintendo DS. Please refer to the Nintendo DS manual for details on changing this name.



Multiplayer (2-8 players)

There are two ways to enjoy this mode. Playing by wireless communications requires each player to have his or her own Bomberman Land Touch! DS Game Card. Using DS Download Play, only one player needs to have the game.



DS WIRELESS COMMUNICATIONS

This method requires that all players have Bomberman Land Touch! for the Nintendo DS. The player on the Host DS selects a number of players; the others select Participate and select their names. Once everybody is ready, the player on the main console presses the A Button to set up the specifications of the battle.



RECRUITING

The Host invites other players and decides the rules for the battle.



JOIN

Other players select their names and wait for the Host to set the rules.

Multiplayer (2-8 players)

DS DOWNLOAD PLAY

This method requires only one DS Card. The Host is the player who has Bomberman Land Touch!—they select DS Download Play. Other players select DS Download Play on their Nintendo DS menus to begin.



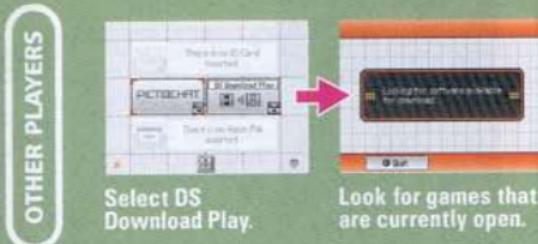
Procedure for DS Download Play

Before playing, please refer to p.37-38 for proper set up instructions. The player on the Host DS presses the A Button once everyone is ready. After completing the download, the character select screen will appear. Remember that the rules can only be set by the host.



HOST

Select "DS Download Play" on the multiplayer menu.



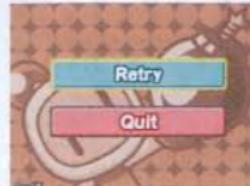
OTHER PLAYERS

Select DS Download Play.

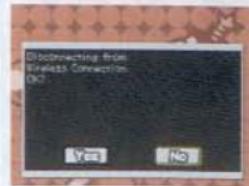
Look for games that are currently open.

ONCE THE BATTLE IS OVER...

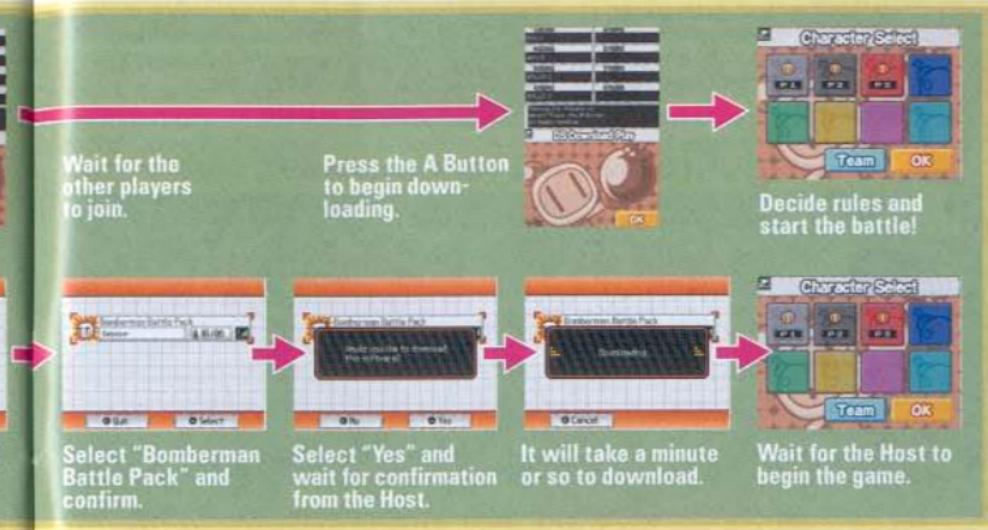
In both multiplayer modes, the results will be shown when the battle is over. Select "Continue" or "Quit."



If you select "Quit," a confirmation screen will appear.



Only the Host can decide.



Nintendo Wi-Fi Connection (2-4 players)

The Nintendo Wi-Fi Connection enables you to compete against rivals in heated battles. Up to 4 players can participate at one time. You will need to use your copy of Bomberman Land Touch! with the same DS you configured its Nintendo WFC settings with.



Select Nintendo WFC on the mode select screen to enter the Nintendo Wi-Fi Connection.



Mode Select screen. Use the +Control Pad to make selections and press the A Button to confirm them.



BEFORE ENTERING THE NINTENDO WFC...*

To play Nintendo DS Games over the internet, you must first set up the Nintendo Wi-Fi Connection (nintendo WFC) on your Nintendo DS system. Please see the separate Nintendo WFC Instruction booklet included with this game for directions on setting up your Nintendo DS.

To complete the Nintendo WFC setup, you will also need access to a wireless network connection (such as a wireless router) and an active broadband internet account.

If you do not have access to a wireless network device, you can order a Nintendo Wi-Fi USB Connector directly from Nintendo. See the separate Nintendo WFC Instruction Booklet for more information.

You can also play Nintendo WFC compatible games at selected internet hot spots without additional setup.

For additional information on the Nintendo WFC, setting up your Nintendo DS or a list of available internet hot spots, visit www.nintendowifi.com (USA, Canada and Latin America) or call 1-800-895-1672 (USA/Canada only).

* To protect your privacy, do not give out personal information such as last name, phone number, birth date, age, e-mail or home address when communicating with others. The Terms of Use Agreement which governs Nintendo Wi-Fi Connection game play is available in the Nintendo Wi-Fi Connection Instruction Booklet or online at www.nintendowifi.com/terms.

FRIEND CODE REGISTRATION AND CONFIRMATION

A Friend Code is a twelve digit number issued automatically when you connect to the Nintendo WFC for the first time. Your personal friend code can be confirmed by checking View Friend Code. It will be easier for you and your friends to play Nintendo WFC battles if you exchange friend codes beforehand. Input a Friend Code you have received, then assign a name to it. The player's nickname will be displayed once you connect with them on the Nintendo WFC.



MANAGING YOUR FRIEND ROSTER

All the Friend Codes you have registered are stored in the Option menu of Mode Select. You can have 20 Friend Codes registered at one time. If you add any more, the oldest one on file will be deleted. In order to prevent this, you can "lock" a Friend Code by pressing the A Button. A new menu will appear which allows you to "Lock" or "Delete" that Friend Code.

THERE ARE RIVALS EVERYWHERE!

If you successfully connect to the Nintendo WFC, a list of available opponents will be displayed. Select an opponent and press the A Button to battle them.

WITH FRIENDS

You can select players whose Friend Codes you have.

WITH RIVALS

The game will automatically search for a player at your skill level.

WITH ANYONE IN THE COUNTRY

An open game against random opponents in the same country as you.

WITH ANYONE AT ALL

An open game against random opponents from anywhere in the world.

Nintendo WFC (2-4 players)



NUMBER OF PLAYERS

Nintendo WFC battle allows up to 4 players to battle at one time. The computer will play for the remaining characters. For example, if 3 human players are involved, the computer will be playing 5 characters.

PLAYER TITLES.

Pressing the X Button during battle will display a player's name, along with a special icon. This icon is that player's Title, which indicates the general skill level of that player. The icons change as you play more battles over Nintendo WFC. The better you get, the higher your Title will rise.

SOME AVAILABLE TITLES

**SPROUT**

Marks a beginning player.

**GOLD MEDAL**

This player will be hard to defeat.

**DIAMOND**

Only the most impressive can reach this level.

**FROG**

Maybe not the greatest, but cute nonetheless.



RULES FOR NINTENDO WFC BATTLES

The stage will be decided by majority vote. When the vote is tied, it will be decided at random. Rules are as follows:

Rule: Normal battle
Method: Score
Number of Sets: 3
Time: 3 minutes

Sudden Death: Yes
Revenge: Super
Power Down: Yes
Handicap: No

LIMITED WARRANTY

ATLUS, at its sole option, will refund, repair or replace at no charge any defective ATLUS products within ninety (90) days of purchase with proof of purchase date, so long as the defect is not cause by misuse and neglect of the purchaser. EXCEPT FOR THE FOREGOING LIMITED WARRANTY, ALL EXPRESS, IMPLIED AND STATUTORY WARRANTIES INCLUDING WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE AND NONINFRINGEMENT OF PROPRIETARY RIGHTS, ARE EXPRESSLY DISCLAIMED. ATLUS SHALL NOT BE LIABLE FOR ANY DIRECT, INDIRECT, INCIDENTAL, CONSEQUENTIAL OR OTHER DAMAGES, EVEN IF DAMAGES RESULT FROM THE USE OF ATLUS PRODUCTS IN ACCORDANCE WITH ATLUS manual instructions. In some jurisdictions, some of the foregoing warranty disclaimers or damage limitations may not apply.

Repair/Service After Expiration of Warranty

If your ATLUS product requires repair after expiration of the 90-day Limited Warranty Period, you may contact the Customer Service Department at the number listed below. You will be advised of the estimated cost of repair and the shipping instructions.

ATLUS Customer Service Department/Technical Support Line: (949) 788-0353
Call this number for help in operating our products or for general product questions.
Representatives are available Monday - Friday, 9:00 am to 5:30 pm Pacific Time.



GAME HINTS!

Visit our website at www.atlus.com and click on the "Support" link for helpful hints on Bomberman Land Touch!

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